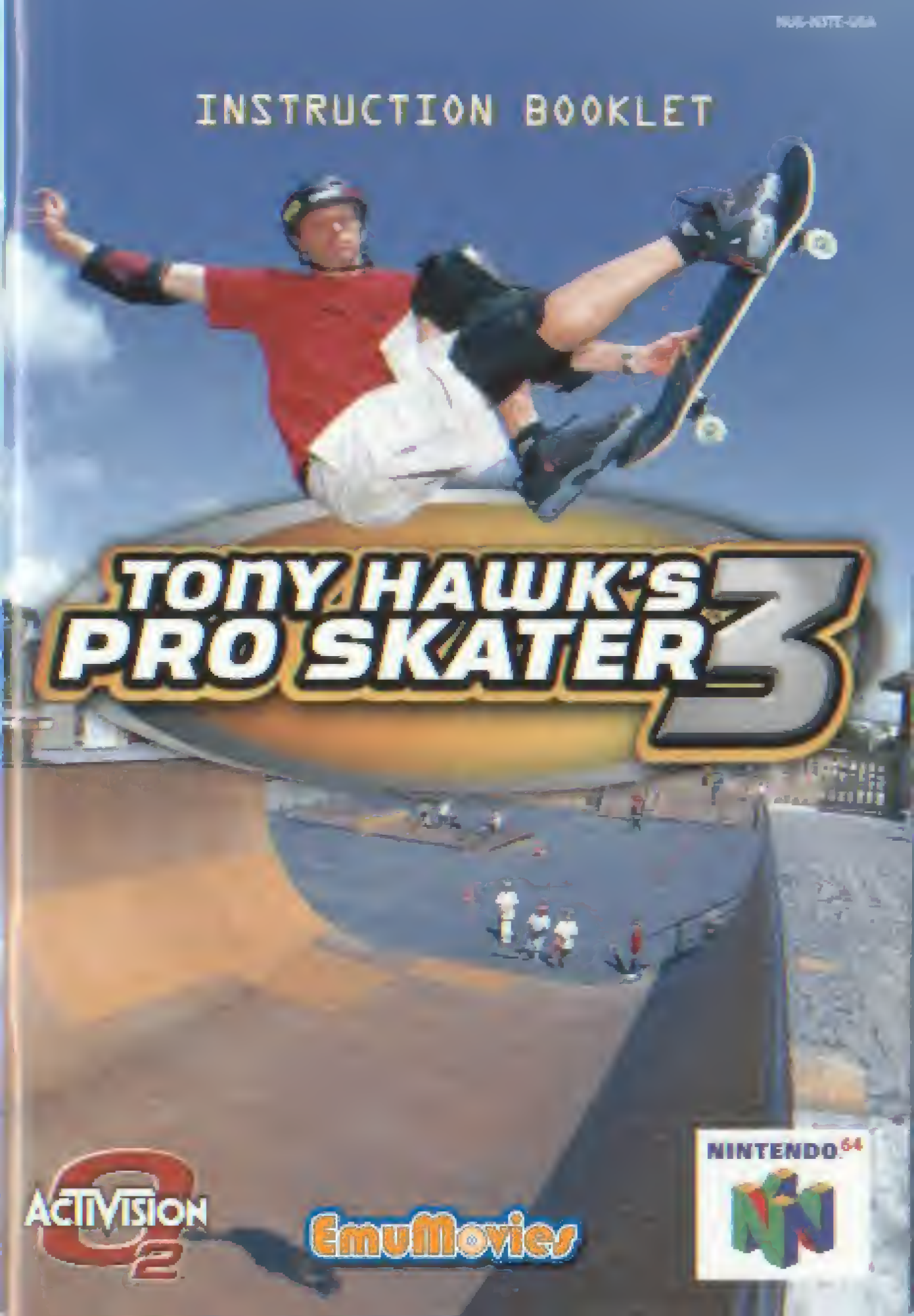
NUS-NSTE-USA

INSTRUCTION BOOKLET



TONY HAWK'S PRO SKATER 3

ACTIVISION O2

EmuMovies

NINTENDO 64

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

EVERYONE
MILD LYRICS
VIOLENCE

LICENSED BY

Nintendo

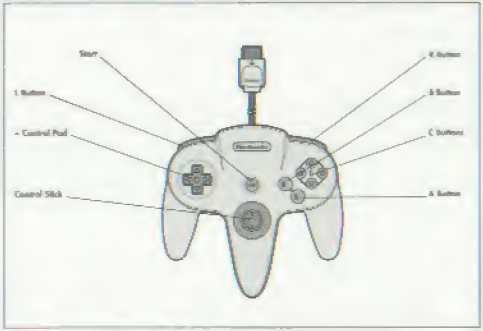
NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND THE "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
©1996, 1999 NINTENDO OF AMERICA INC.

TABLE OF CONTENTS

GAME CONTROLS 2
STARTING UP 3
GAMEPLAY CONTROLS 4
MAIN MENU 6
THE GAME LEVELS 8
THE PROS 10
CREATE-A-SKATER 13
EDIT TRICKS 15
3D REAL-TIME SKATEPARK EDITOR 15
OPTIONS MENU 19
CREDITS 20
CUSTOMER SUPPORT 23
SOFTWARE LICENSE AGREEMENT 29

Activision advocates the use of protective gear, including helmets and pads, by amateur athletes when skating. Be safe.

GAME CONTROLS



The default Controller configuration is shown here. All references to button selection in this manual refer to the default Controller configuration.

To select menu options, use the Control Pad up/down. To navigate the menu options, highlight the desired option and press the **A** Button to accept. Screens without menus will list buttons to press at the bottom of the screen.

game controls

To select menu items use the Control Stick or the Control Pad up/down to highlight the option you want to select and press the **A** Button to accept.

game reset

To abort the game, press **Start** to pause the game and display the Pause Menu. Choose **Quit** from this menu, and then highlight and select **Yes** to return to the Main Menu screen.

STARTING UP

control stick function

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **Start** while holding the **L** and **R** Buttons.

The Control Stick is a precision instrument—make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact a Nintendo Authorized Repair Center.

holding the Nintendo® 64 Controller

While playing the *Tony Hawk's Pro Skater™ 3* game, we recommend you use the hand positions shown at left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B, or C Buttons. Place your left index finger on the Z Button on the back of the Controller.

connecting the Nintendo® 64 Controller

To play *Tony Hawk's Pro Skater™ 3*, connect a Controller to Controller Socket one located on the front panel of the Control Deck.

If you change the connection during the game, you will need to turn the power OFF to make the connection active.

GAMEPLAY CONTROLS

basic controls

- **Ollie** – Hold down the **Bottom C** or **A** Button to crouch, release it to jump. The longer you crouch, the higher you will ollie.
- **Nollie** – Tap the nollie button (the **L** Button) to move into nollie position, then press the **Bottom C** or **A** Button to nollie.
- **Wallride** – Press the **Bottom C** or **A** Button to jump, then hold down the **Top C** Button when in the air near a wall, sign, building, etc.
- **Manuals** – With the Control Pad, tap up-down or down-up (nose manual) when skating or landing. The Control Pad up and down must then be used to balance.
- **Boneless** – Tap the Control Pad up-up then press the **Bottom C** or **A** Button.
- **No Comply** – Tap the Control Pad up then press the **Bottom C** or **A** Button.
- When falling from a Big Drop, press and hold the **Bottom C** or **A** Button at impact to keep from bailing.
- Hit the Controller buttons repeatedly to get up faster.
- **Revert** – Hit the **R** Button when landing a vert trick to sustain a combo.

trick controls

- When in the air, tap the **Right C** Button or **Left C** or **B** Button plus a direction on the Control Pad to do tricks. (*Example*: **Right C** Button + Control Pad right does a Heelflip.)

  NOTE: Each skater has a different trick setup. You can configure your tricks any way you like using the Edit Tricks screen.

grind controls

To grind, hold the **Top C** Button when in the air near a rail, edge or lip.

- **50-50** – When parallel to a rail, hold the **Top C** Button.
- **Nosegrind** – Up + **Top C** Button.
- **5-0** – Down + **Top C** Button.
- **Boardslide/Lipslide** – Rotate board perpendicular to rail and hold **Top C** Button.
- **Noseslide/Tailslide** – Hold left or right + **Top C** Button. Rotate the part of the board you want to slide on into the rail.
- **Smith/Feeble** – Diagonally down +**Top C** Button.
- **Crooked/Overcrook** – Diagonally up + **Top C** Button.
- **Nosebluntslide** – Tap up-up + **Top C** Button.
- **Bluntslide** – Tap down-down + **Top C** Button.

lip tricks

- To perform a lip trick, skate straight up a ramp or quarter pipe holding the **Top C** Button and either up, down, left or right on the Control Pad.

  NOTE: Lip tricks vary by skater. You can configure your lip tricks in the Edit Tricks Screen.

game reset

To abort a game in progress, press **Start** to pause the game. Choose **End Run** and then choose **Quit**. You will be given the option to save. Choose **Yes** if you wish to save your progress or **No** if you don't want it saved. From here you'll be returned to the Main Menu screen.

MAIN MENU

Choose from the following options to begin play. Using up and down on the Control Pad, choose the type of game you want to play. Press the **A** or **Bottom C** Button to start that game. Two Controllers must be plugged into the Nintendo game console to play in the two-player mode.

single-player modes

Career Mode

You want to open up new levels and get some better stats? Well then, Career Mode is where you need to be. Progress through the levels by completing goals and placing in competitions. As you go further you obtain stats, become a better skater, and hopefully beat the game. But are you good enough? Maybe you should stick to *Tony Hawk's Pro Skater™ 2*.

Single Session

Choose a single level and skate all out in a two-minute session in an effort to set high scores. Only one level is opened at first, The Foundry. Complete goals to unlock the other levels.

Free Skate

For some it's practice. For others it's life. Choose a level and skate as long as you like. Hit the obstacles over and over and over again until your tricks are ready for competition. Unlock other levels in the Career Mode then Free Skate them to learn the terrain.

two-player modes

Graffiti

Set your own time limit then push the limits in a split-screen race to see who can nail the most tricks. Obstacles are "Tagged" with your color by tricking off them. Try to steal your friend's tags by pulling better tricks off the same object. He or she who tags the most objects wins.

Trick Attack

A total free-for-all to see who can skate the best lines and rack up the most points. You can run into opponents and rub their little faces into the terrain, and this time you can Trick Attack longer with the game's new variable time limits.

Horse

How do you spell defeat? "H.O.R.S.E" (or the word of your choice—keep it respectable) in this one-on-one best trick contest. Nail a trick, then watch as your opponent tries to beat it. Your opponent must match or beat your score. If not, he or she gets a letter. First one to get all the letters tastes defeat.

Tag

You don't want to be "It" in this game where you tag other players. When you are, you have to bust tricks to gradually cripple your opponent's stats until he or she is a sitting duck. When "It," you're on the timer. If the timer hits zero, you lose.

Skate Tip:
Uneven fight? Use the Handicap Screen to balance your skills. Pump your stats up or down, depending on which way you need to go to keep it fair.

scoring tips

Every time you repeat a trick during a run, that trick's point value will decrease. To get a top score you're going to have to think about your "line" and mix up your tricks.

- Try to trick into and out of every grind.
- Use special tricks for huge scores.
- Big spins (540, 720) will net bigger scores. Use the **R** and **L** Buttons (default configuration) to spin faster.
- Every trick in a combo adds to your multiplier.
- Use manuals to keep your combo going across flat ground sections.
- Switch tricks are worth more and devalue separately from regular tricks.
- Nollie/Fakie tricks score more points.
- Use the revert to combo out of the vert tricks. Press the **R** Button when you are about to land.

Skate Tip:
The Special Meter: Score points to fill up your special meter. When it's glowing yellow, your adrenaline's pumping and you'll be able to perform your special tricks.

THE GAME LEVELS

the foundry

When you are not punching in and meltin' some steel, take a tour of this wonderful foundry, complete with big ramps, lofty rails, and hydraulic presses. This is the perfect place to practice some moves and get your basic skills ready for the next level.

los angeles

Ah yes, La-la land. The place where dreams are made and cars sit in traffic. This level offers only the best Los Angeles skate locations, complete with smog and earthquake damaged highways and buildings. It's post earthquake LA friend, so do you run, or do you skate?

rio

With its incredible views and precision skating, Rio de Janeiro offers some of the best "lines" in the business. Take a tour around the telephone cable or spend time on its relaxing ramps. Anyway you skate it, Rio is always a blast.

suburbia

Did someone say Ice Cream? I certainly didn't! Take care of that truck and while you are at it, check out some of the other skate environments Suburbia has to offer. Hit the rooftop ledge grinds and the trailer park vert ramps in an effort to advance in your career as a pro skater. Who knows, if you are good enough, you may own one of these houses some day.

airport

It's a late night in the airport and it appears as though some unlucky travelers have lost their luggage. Instead of calling the airline, they just asked you to check it out. Remember, you are going there to find the lost bags, not to exploit the awesome light grinds and escalator runs. I'm serious, dude, don't screw around and grind the plane or hit any of those sweet ramps in the terminal. Oh, what's the use, have fun and don't forget, only two carry-on items per person.

skater island

True to its name, this place is definitely an island all its own. Here you will find the famous mini ramp snake run and huge vert ramp. Don't forget the street course and lovely beams at the top, they are perfect for everyday grinding or trying to work out that one amazing run.

canada

The Great White North, the land of the moose, Hudson Bay, and more moose. Check out the amazing mining rail system or try to get to the top of the mountain, it's cold up there. Also, take some time checking out the skatepark, I think you will agree when I say it's some of the best skating north of the United States border.

tokyo

Downtown Tokyo, the lights, the shops, the.....skating? Heck yeah the skating. Skate around this sectioned off area of town with the best of them. But remember, practice makes perfect, riders don't come to this competition level to mess around. Bring your best tricks and practice your biggest "lines" because the big boys (and girls, well, they're not big, ummmm, you know what I mean) are in town.

Skate Tip:
Nobody said being a pro is easy. To clear a level 100% get all the stat points, all the decks, and all goals in that level. In competitions, you must get a gold medal, the deck and all the stat points.

THE PROS

Tony Hawk's Pro Skater™ 3 reads like the Who's Who of professional skateboarding. For rider's skill ratings, check in the game or online at: www.THPS3.com.

tony hawk

Depending on whose house you were checking, Tony Hawk's been a household name for over twenty years. But it's really his last half-decade of contest winning and 900 spinning that have tattooed HAWK on the foreheads of our youth. A trailblazer in the effort to bring skateboarding to the ends of the world, Tony has become an icon for a generation of kids sorely needing one. Through the invention of countless tricks, his seemingly limitless potential, and a sense of grace and class that follows behind his quickly-moving self, Tony Hawk soars.

steve caballero

One of a select few, this "Godfather of Modern Skateboarding," helped define just what it means to be a professional skateboarder, pioneering this modern era of technical skating with innovations like his namesake fakie ollie 360— the Caballerial. With the energy of a teenager and the sophistication of a man who has made his own way, Cab is a year-round skater who teaches by example. He rides every terrain— street, vert, and parks—with the skill and passion of a master.

kareem campbell

An ideal combination of both East and West coast sensibilities, Kareem Campbell is not a bridge joining an equal-but-opposing geo-cultural issue, he's just an authentic skater. Born and raised in real cities, his skate-life come-up led Kareem to develop an urban foundation to his skateboarding. Not by design, but rather out of necessity, his metro-style is a well-honed version of what the rest of the world's street dwellers hope to someday attain: smart, real, and smoothed out—without the R&B.

rune glifberg

An O.G. Dane enduring the climes of sunny So.Cal, Rune Glifberg's been known to phone home using ubiquitous digital technology. His extra-terrestrial power-style has led him to the podium of many a vert contest, but he's surprisingly well versed in all of the undisciplined disciplines of modern skating—parks, pools, streets, and, of course, whatever. Pinching bits and pieces of experience from all terrain has made Rune one of the most versatile skaters of the day. Rune has shown that street, vert, or otherwise, it is possible to be at home no matter where one may be in the world.

eric koston

The clean-bean ideal of an Everyskater, Eric Koston has quietly become skateboarding's most influential front-row cheerleader for the Los Angeles Lakers. Tirelessly supporting his home team to a dominating NBA Championship three-peat, Eric has also managed to evolve his smooth, consistent, and innovative skateboard skills to the point that young fans everywhere are abandoning their dreams of crossovers and three pointers in hopes of someday nailing fifteen-stair backside noseblunt slides. "Just like Koston."

bucky lasek

Bucky Lasek is an excitable twenty-something who, once emerging from the long shadow cast by his friend and mentor Tony Hawk, proceeded to destroy any sitcom sidekick preconceptions by cranking out his own style of beyond-the-boundaries vert skating. Bucky carries along with him a weighty satchel of trickiness that includes above-the-lip flips and twists and a laundry list of tech coping sorcery.

rodney mullen

Rodney Mullen birthed today's street tech. Period. An icon among idols, he's the man who freestyled many of the moves today's freshest pros use as a foundation for their own progressive skating. Flat ground ollies, 360 flips, and ollie impossibles were all made manifest by the critical thought and problem solving of this tenured Prof. of skateboard conceptualism.

chad muska

With a nod to the past manifested in Muska Style, be it his deck designs or his daring 'dos, this heroic skater proudly represents today's new breed of renaissance professional skateboarders. This customized sled shredder is known not only for his breathtaking leaps and bounds on board, but his other-level self promotion— demoing, music making, and palm pressing like the tireless public figure he's built himself into. Still, Muska has and always will be respected for fearlessly testing the physical bounds of real-deal street skating with the very best of them.

andrew reynolds

Bringing a precise larik and stomp to the sometimes flailing world of big-drop street skating, Andrew Reynolds' "make it or break it" tendencies are powered by his willingness to throw his six-foot frame from heights that make limping crybabies out of lesser men. Powered by invisible springs and kept upright with hidden gyroscopes, Reynolds represents skateboarding's ultimate fighting machine— declassified and unleashed on the planet in hopes of keeping our streets free of ticky-tack mediocrity.

geoff rowley

An explosion of over-the-top activity has elevated Geoff Rowley from excellent skater to skateboarding's par excellence. Consistently operating above the also-rans in the non-competitive competition that defines real skateboarding, this re-located Brit has paid his fair share of dues whilst unceremoniously being dubbed the official holder of the title, King Assassin of Unsuspecting Rails and Double Sets. And that's official.

elissa steamer

Truly a skater's skater, Elissa Steamer hasn't made her name in professional skateboarding as a flag waving "first female," but as a no-nonsense skater with a sick desire to learn, progress, and rise above even her own preconceptions of what can be done on-board. Taking her lumps and paying her dues along with the rest of the pro field, she's altered the testosterone-soaked landscape of skateboarding by refusing to lower herself to the level of gender debates and instead choosing to just shut up and skate.

jamie thomas

Coming up quick on fifteen years of serious skateboarding, Jamie Thomas still wakes up everyday thinking, living, and breathing his leap-of-faith style skating—and shows no sign of easing up any time soon. With a drive strong enough to motivate his mind over what really matters, Thomas can often be found speeding through immense handrail and gap situations leaving in his wake the shredded conceptions of where skateboarding can be shoved for the sake of "How far?" and "How high?"

bam margera

Bam Margera is both lightning bolt and lightning rod—snapping necks with his unrestrained Pennsylvania-grown skate style, and harnessing the energy of his own massive discharge by video taping literally every waking moment of his practical-joker lifestyle. For skaters, he's a hilariously talented breath of fresh air in the form of seriously non-serious, and for the rest of the planet who knows him simply as "The jackass who skates," he's the bad example that everyone wants to follow. Perfectly shocking.

CREATE-A-SKATER

It's time to create your own legend (or legends). Go to the Create Skater menu and build a custom character from scratch. To build a lineup, go into the Roster Screen where you can create up to three custom skaters. All skaters in the roster are available in all game modes, and you can edit an existing skater in your slots or import a skater from a different save file into a slot in your game.

personal menu and appearance

This is your pro, and it's up to you to give him a name, hometown, stance (goofy or regular), specialty (vert, street or all-around) and weight. From here, set up your look—skin tone, head style, cap color (if you wear one), torso style, logos, shirt color, pants colors, shin/socks and shoes—in the Appearance Menu.

stats

Stats increase your skater's performance. There are 10 stats for each skater, both pro and created.

- **Air** – Affects the boost you get when you air on a quarterpipe.
- **Hang Time** – Affects the length of time you stay in the air.
- **Ollie** – Affects your ground jump height.
- **Speed** – Affects your flat ground speed.
- **Spin** – Affects the speed at which your character rotates. Max it out if you want to spin 720's or 900's.
- **Landing** – Affects how easy it is for you to nail big drops.
- **Switch** – Determines how well you skate when you are skating switch. When maxed out to 10, the skater should be equally skilled regular and switch.
- **Rail Balance** – Affects your ability to balance on rails.
- **Lip Balance** – Balance for lip tricks. The higher the stat, the longer you can tweak lip tricks and the more points you can score.
- **Manual Balance** – The higher the value, the easier you will be able to balance manuals.

Skate Tip:
In Career Mode additional stat points can be found until your character is up to all tens in every category and ready to rule the pro circuit. In other words, finding stats gets you skills, brother.

NOTE: Activision Customer Support cannot troubleshoot user-made skaters (CREATE-A-SKATER MODE) or user-made tricks (EDIT TRICKS MODE).

EDIT TRICKS

Tricks are divided in groups: Flip Tricks, Grab Tricks, Lip Tricks and Specials. Once a category is selected, you'll see a list of button combos. Select the button combo you wish to configure and a list of available tricks will pop up. You can modify almost every aspect of your Trick Set until it suits your riding style.

the skateshop

Once you have collected new decks in Career Mode, come here to pick them out. Each pro has ten decks to choose from; once they are open, created skaters can use them as well.

3D REAL-TIME SKATEPARK EDITOR

Become the sick skatepark architect you always knew you could be with our 3D Real-Time Skatepark Editor. It's one of the most advanced level editors ever created, letting you use ramps, rails, pools, funboxes, obstacles and quarter pipes to create dreamparks in real-time. Go big, rotating and stacking pieces any way your twisted mind desires. You'll never run out of levels to ride.

NOTE: Activision Customer Support cannot troubleshoot user-made skateparks.

basic controls

To move selected pieces around your park, use the Control Pad. The **Right C** Button rotates the pieces and the **A** or **Bottom C** Button places them down. The **Top C** Button will erase any pieces intersecting with the current piece.

changing pieces

The **Left C** Button and **Right C** Button allow you to scroll through the different categories of pieces to choose from. The current category is shown in the upper left-hand corner of the screen. Once you've selected a category, the **Top C** Button and **Bottom C** Button scroll you through the pieces available in that category.

categories and pieces

What you want, we got, including:

- **Gap Tool** – (see next page).
- **Risers** – Raise the floor not the roof.
- **Quarter Pipes** – Two sets to choose from.
- **Rails** – Center and edge rails for extra grind.
- **Walls** – Grind them if you can.
- **Stairs** – Ankle busta mecca, many with rails.
- **Pools** – Construct your own or select pre-made versions.
- **Kickers** – Launch yourself off ramps galore.
- **Benches** – Go to school on benches and tables.
- **Misc** – High walls, roll-ins, signs, foliage, floors.

other controls

- The **L** Button will rotate the entire park in 90 degree increments. The **Z** Button will change the current camera view. **Start** will bring up the Park Editor Menu.
- The **Z** Button will change the current camera view. Hold the **Z** Button and use the Control Pad to rotate the camera.
- **Start** will bring up the Park Editor Menu.

the menu

New Park

Allows you to start over and change the size of your park. The default park size is 24 x 24, but five different dimensions can be selected.

Set Theme

There are four themes to choose from, and the Theme can be changed at any time. It will not erase or affect the layout of the park.

Pre-made Parks

Allows you to load a pre-built park included with *Tony Hawk's Pro Skater™ 3*. You can learn a lot about park layouts by looking at the included parks and can erase and rebuild parts of them.

Save

Save your park to a Controller Pak. The name you save under will become the name of your park.

Load

Load a saved park from a Controller Pak.

Test Play

Places you in your created park with the last character you played as.

Park Tip:
To select a different character or to play in a different mode, first save your park. Then quit to the main menu, select your preferred mode and character, and when you get to the Level Select, your park should be accessible (except in Career Mode).

a few special parts

Risers

Place these building blocks down then place other pieces on top. Use risers to raise the floor or to create hard-to-reach portions of your skatepark.

Restarts

The green object marked "1" is the one player restart. This piece will mark the starting point for player one. Only one can be placed in a level. If you try to place a second P1 restart, the first one will be moved to the new location. The player 2 restart works the same way; it marks where the second player will start in a multiplayer game. HORSE restarts mark the starting positions in a HORSE game. The player 1 restart also doubles as a HORSE restart. Only six HORSE restarts can be placed in a level.

Mind the Gap

A gap is a difficult jump or maneuver, which deserves extra points, over a spot. Tricking across gaps is the key to getting big scores. A gap can encompass nearly anything—a jump from one ramp to another, transition across two quarterpipes far away, grinding a long, kinked rail or even manualing across a particularly tough table. Only eight gaps can be placed in a level.

Creating Gaps

Gaps always link two objects together. In the editor, use the Gap Tool to select the first piece involved in the gap (it will flash blue). Then select the second piece to complete the gap. Both objects will be shaded blue to show that they're linked. This will automatically bring up the gap menu.

The Gap Menu

In the Gap Menu you can edit nearly any aspect of the gap you've created. You can name it and set its score. The gap's name is shown in the text at the bottom of the screen when a player completes the gap in the game.

You can always get back to the gap menu by placing the gap tool over a piece shaded blue and pressing the **A** Button.

You can erase a gap by placing the gap tool over a piece involved in the gap (and shaded blue) and pressing the **B** Button. This will remove both sides of the gap.

Gap Type

There are multiple Gap types to choose from:

- **Air Gap**: Select an area that a skater must jump over.
- **Rail Gap**: Select a rail that a skater must grind over.
- **Manual Gap**: Select an area that a skater must manual through.
- **Wallride Gap**: Select a special area that a skater must wallride over.

Adjust Gap

Advanced users can fine tune gaps by rotating or scaling both sides of the "gap grid." The gap grid is shown in wireframe. To get a gap in the game, the player must jump through both gap grids. Set them up any way you like.

OPTIONS MENU

player 1&2 controls

Use the left/right and up/down on the Control Pad to customize your Controller setup.

auto kick

Selection **On** for automatic acceleration of your skater. Select **Off** for manual acceleration. If turned off, use the **B** or **Left C** Buttons to kick.

sound level

Sound FX Volume: Use left/right on the Control Pad to adjust the sound effect volume.

music level

Use the left/right on the Control Pad to adjust the music volume.

NOTE: If music is set to 0, the game's soundtrack will be substituted with ambient sound effects.

cheats

???? What, you think we're going to give them away? You'll have to figure these out on your own, or truly cheat and get a magazine that lists them for you.

high scores

If you don't understand high scores, you need a better skate helmet.

gap checklist

A handy listing of all the Gap Bonuses in the game. Are you good enough to find them all?

display options

Trick Tips: Select **On** to view helpful pop-up hints during gameplay. **Off** turns them off. (Surprising, isn't it?)

score display

Select **On** to view your tricks as you pull them off. **Off** removes the display.

CREDITS

published by

ACTIVISION PUBLISHING, INC.

EXECUTIVE PRODUCER:
Mike Ward

PRODUCER:
Jeff Puffenbarger

ASSOCIATE PRODUCER:
Chip Bumgardner

PRODUCTION COORDINATOR:
Simon Ebejer
Trey Smith

LICENSING MANAGER:
Paula Cuneo

LICENSING ASSISTANT:
Lindsey Hayes

MUSIC SUPERVISION:
Sonic Fusion
Nelson Bae & Lon Lahman

SOUND EFFECTS AND DIALOG ENGINEERING:
Keith Arem
PCB Productions

MUSIC EDITING:
Brian Bright

SKATEBOARDER VIDEO PRODUCTION & EDITING:
411 Video Productions
www.411vm.com

Video Compression & Editing:
Forward Never Straight Productions
Chris Hepburn
Matt Stubbs

INTRO MOVIE:
Larry Paoliccelli
Tony Hawk
Steve Caballero
Kareem Campbell
Rune Gillberg
Eric Koston
Bucky Lasek
Bam Margera
Rodney Mullen
Chad Muska
Andrew Reynolds
Geoff Rowley
Elissa Steamer
Jamie Thomas

developed by

EDGE OF REALITY

LEAD PROGRAMMER:
David Bellhorn

PROGRAMMERS:
Ben Jackson
Johnny Chu
Evan Bell
Jacob Meakin

ARTISTS:
Derek Robinette

CEO/TECHNICAL DIRECTOR/PROGRAMMER:
Rob Cohen

VP/PROGRAMMER:
Mike Panoff

PRESIDENT:
Binu Philip

ART DIRECTOR:
Alan Johnson

CREATIVE DIRECTOR:
Richard Ham

THE NEVERSOFT THPS3 TEAM:
Jeremy Anderson
Aaron Cammarata
Dave Cowling
Ralph D'Amato
Peter Day
Matt Duncan
Chad Findley
Alan Flores
Edwin Fong
Steve Ganem
Christopher Glenn
Kendall Harrison
Noel Hines
Brian Jennings
Gary Jesdanun
Joel Jewett
Henry Ji
Ryan McMahon
Kevin Mulhall
Nolan Nelson
Johnny Ow
Scott Pease
Chris Rausch
Paul Robinson
Junki Saita
Mark Scott
Aaron Skillman
Darren Thorne
Jason Uyeda
Chris Ward
Mick West

ASSISTED BY:
Lisa Davies
Sandy Newlands-Jewett
Logan

ACTIVISION QUALITY ASSURANCE

VICE PRESIDENT, QA AND CS:
Jim Summers

QA PROJECT LEAD:
Kurt Gutierrez

QA SENIOR PROJECT LEAD:
Ben DeGuzman

QA CONSOLE MANAGER:
Joe Favazza

FLOOR LEAD:
Lee Casady

TESTERS:
Michelle Moross
Aaron Camacho
Francis Guese
David Yu
Kenny Hartman
Kevin Kochakji
Jeff Grant
Daniel Jawed
Kim Marks
Mike Ryan
Michael Lashever

QA SPECIAL THANKS:
Nick Favazza
Brianna Lynn Deguzman
Adam Hartsfield
Geoff "Grim" Olsen
Indra Gunawan
Jason Wong
Tim Vanlaw
Nadine Theuzillot
Sam Nouriani
Chad Siedhoff
Jennifer Vitiello
Willie Bolton
Shannon Holt
Jeremy Gage
Corbry Williams
Torrance
Nick Fatzon
Jessie S. Smith
Evan Button

CUSTOMER SUPPORT

CS MANAGER:
Bob McPherson

CS ESCALATION AND INFORMATION LEAD:
Rob Lim

CS PHONE LEAD:
Gary Bolduc

CS EMAIL LEAD:
Mike Hill

ACTIVISION STUDIOS

EXECUTIVE VP, WORLDWIDE STUDIOS:
Larry Goldberg

VICE PRESIDENT, NA STUDIOS:
Dave Stohl

ACTIVISION MARKETING, PR AND CREATIVE SERVICES

EXEC VP GLOBAL PUBLISHING AND BRAND MANAGAGEMENT:
Kathy Vrabeck

VP OF GLOBAL BRAND MANAGEMENT:
Will Kassoy

DIRECTOR OF GLOBAL BRAND MANAGEMENT:
David Pokress

ASSOCIATE BRAND MANAGER:
Michael Chiang

SENIOR PUBLICIST:
Ryh-Ming C. Poon

VP OF CREATIVE SERVICES:
Denise Walsh

MGR, CREATIVE SERVICES:
Jill Barry

CREATIVE SERVICES:
Ignited Minds, LLC
Peter Menotti

SPECIAL THANKS TO

George Rose
Greg Deutsch
Tricia Nicolai
Stacey Dreifishak
Aaron Johnson
Brian Bright
Michael Fletcher
Adam Goldberg
Chris Hewish
Eric Koch
Jeff Matsushita
Charles Park
Stacy Sooter
Brian Simkin
Josh Friedberg
Michele Moran
Roger Erickson
Puddles
Eddie Farias
Casey Smith
Marin Elise Willick
Misty Stauffer
Luke Thomas Bumgardner
Rebekah Shoshanah
Bumgardner/Tinker
Clappy, the Amazing
Roaring Lizard
Rick Firmatouchesern

THANKS TO OUR SPONSORS

411 Video Magazine
Active
Adio
Alphanumeric
Axion
Baker
Billabong
Birdhouse
Blond Magazine
Caballero
Chaos Skateboarding
Circa
City Stars
Element
Emerica
Enjoi
Es
Etnies
Faction
Four Star
Fury
Genetic
Ghetto Child

Girl
Globe
Hawk Clothing
Hawk Shoes
HIM
Innes
Jeep
Matix
MCM
Nokia
Old Star Skatesnop
Planet X
Powell – Bones Brigade
Quiksilver
Red Dragon
Ricta
Shorty's
Skateboard Magazine
Skater Island
Tensor
Toy Machine
TSA
Upper Playground
Volcom
Zero

Jeep is a registered trademark of DaimlerChrysler. Nokia, Connecting People, and the Original Accessories logo are registered trademarks and /or trademarks of Nokia Corporation and/or its affiliates.

music credits

"Wish"
Performed by Alien Ant Farm
Written by Michael Richard Cosgrove, Tye Jason Zamora, Terence Maurice Corso, Dryden Mitchell
Published by Songs of Dream Works (BMI), Karate Pants Music (BMI) – Worldwide rights administered by Cherry River Music Co. (BMI)
(p) SKG Music LLC
Courtesy of Dream Works Records under license from Universal Music Enterprises

"Not The Same"
Performed by Bodyjar
Written by Cameron Barnes, Ross Hetherington, Tom Reed, Grant Reif, Phil Rose
Published by Shack Music Publishing Pty. Ltd. (APRA) as administered by Bug Music, Inc., Sony/ATV Music Publishing
(p) 2001
Courtesy of EMI Australia

"If you must"
Written and Performed by Del the Funky Homosapien
Published by Happy Hemp Music (ASCAP)
(p) 2000 Hemp Imperium Records
www.funkyhomosapien.com
www.hemplyphics.com

"Ace of Spades"
Performed by Motorhead
Written by Edward Clarke, Ian Kilmister, Philip Taylor
Published by MotorMusic Ltd. As administered by EMI Intertrak Music
(p) 1980
Courtesy of Sanctuary Records Group
www.sanctuaryrecordsgroup.com

"Blitzkrieg Boo"
Performed by The Ramones
Written by Jeffrey Hyman, John Cummings, Douglas Colvin, Thomas Erdelyi
© 1977 WB Music Corp (ASCAP), Taco Tones, Inc. (ASCAP) & Bleu Disque Music Co., Inc. (ASCAP)
All rights administered by WB Music Corp. (ASCAP)
(p) 1979 Warner Bros. Records, Inc.
Produced Under License from Warner Bros. Records Inc. By Arrangement With Warner Special Products

"Time For Some Action"
Composed and Performed by Kareem Campbell and Shaquil "Star" Rashad

SonicFusion would like to thank the following for all their help:

Justin Arcangel, Michael Badens, Michelle Bayer, Danny Benar, Julie Bombard, Mike Bone, Ron Brinkman, Jennifer Cassler, Eric Dave, Michelle Dixon, Domino, Lisa Dosse, Stacey Drellishak, Lisa Fancher, David Ferreira, Heather Fields, Esther Friedman, Marcia Gallo, Chad Ginsburg, Jennifer Goodman, Rae Harvey, Davey Havok, Pamela Lillig James, Joel Jewett, Rod Kofler, Abby Lin, Carmen Liu, Steve Morgan, Melissa Murano, Kenny Ochoa, Gail Perry, Russ Rieger, Mary Beth Roberts, Chris Robinson, Mark Robinson, Victor Rodriguez, Julie Seeking, Dave Stohl, Jason Swan, Morris Taft, Jr., Don Terbush, Scott Weiss, Nicole Willick, Eric Wuthe

CUSTOMER SUPPORT

NOTE: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

internet

http://www.activision.com/support
Our support section of the web has the most up-to-date information available. We update the support pages daily so please check here first for solutions.

e-mail

support@activision.com
A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

NOTE: Internet/e-mail support is handled in English only.

phone

(310) 255-2050
You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision without first contacting Customer Support. It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

Send correspondence for tony hawk to:

Tony Hawk Fan Club
31878 Del Obispo, Suite 118-602
San Jaun Capistrano, CA 92675
www.clubtonyhawk.com

411VM SKATEBOARDING VIDEO MAGAZINE

Founded in 1993, a fledgling idea amongst friends, 411VM has grown into the widest reaching skateboarding periodical on the planet. Released bi-monthly in over 60 countries, 411 reaches an estimated audience of almost 19 million people worldwide. Unlike the written word, video footage crosses international borders without hesitation, and 411VM has assumed the position as the main source of information keeping the global skateboarding community up to date. Each issue features interviews and footage of today's top professionals, up and coming amateurs, contest coverage, spot checks, road trips, and current footage of the best skateboarding going on in the United States and all around the world. Set against the background of some of today's and yesterday's best music, there is no more informative or entertaining way to view and understand the ever changing world of modern skateboarding. Visit 411vm.com for all the latest info on 411.

411VM.COM

"411 Video Magazine had been revolutionary in covering skateboarding in a non-traditional sense over the years. Skate fans rely on it to keep them informed and entertained, and it keeps improving with the release of each new issue."
-Tony Hawk

www.411vm.com Passcode "1143ht"

NOTES

NOTES

NOTES

SOFTWARE LICENSE AGREEMENT

gE ATTENTION - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW.

"PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

PROGRAM UTILITIES. This Program contains certain design, programming and processing utilities, tools, assets and other resources ("Program Utilities") for use with this Program that allow you to create customized new game levels and other related game materials for personal use in connection with the Program ("New Game Materials"). The use of the Program Utilities is subject to the following additional license and restrictions:

- You agree that, as a condition to your using the Program Utilities, you will not sue or allow third parties to sue the Program Utilities and the New Game Materials created by you for any commercial purposes, including but not limited to selling, trading, leasing, licensing, distributing, or otherwise transferring the ownership of such New Game Materials, whether on a stand alone basis or packaged in combination with the New Game Materials created by others, through any and all distribution channels, including, without limitation, retail sales and on-line electronic distribution. You agree not to solicit, initiate or encourage any proposal or offer from any person or entity to create any New Game Materials for commercial distribution. You agree to promptly inform Activision in writing of any instances of your receipt of any such proposal or offer.
- If you decide to make available the use of the New Game Materials created by you to other gamers, you agree to do so solely without charge.
- New Game Materials shall not contain modifications to any CORE EXE or DLL files or to any other executable Product files.
- New Game Materials may be created only if such New Game Materials can be used exclusively in combination with the retail version of this Program. New Game Materials may not be designed to be used as a stand-alone product.
- New Game Materials must not contain any illegal, obscene or defamatory materials, materials that infringe rights of privacy and publicity of third parties or third party copyrighted materials without appropriate irrevocable licenses granted specifically for that purpose, any trademarks, copyright-protected works or other properties of third parties.
- All New Game Materials must contain proprietary identification at least in any on-line descriptors and with reasonable duration on the opening screen (or the screen and E-mail address of the New Game Materials' creators) and (b) the words "THIS MATERIAL IS NOT MADE OR SUPPORTED BY ACTIVISION."

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product game disc only in protective packaging and include:

(1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for $25 U.S. currency per game pak replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraphs (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

IN EJECTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all the losses, based and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held by an unenforceable by any court, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn: Business and Legal Affairs, legal@activision.com.

Activision, Inc.
P.O. Box 67713, Los Angeles, CA 90067

PRINTED IN U.S.A.